

# micro-layouts

If macro layouts are the skeleton of our experience, then surfaces, shapes, and micro layouts are the tangible flesh and muscles users engage with. This guide defines how we construct component structures—both their physical contours and internal arrangements—ensuring our Intuitive and Engaging pillars are consistently reflected.

This is where two of our signature souls— Glass and Fluid —converge:

## Core Principles

Principle	Design Guideline	Developer Implementation
Harmonious	Maintain consistent spacing and corner radii using tokens.	Use `\$space-*` and `\$shape-radius-*` tokens. Avoid manual pixel values.
Contained	Components must be self-contained and modular.	Apply internal padding and avoid relying on parent context for structure.
Intentional	Eliminate unnecessary decorative elements.	Audit frequently; ensure surfaces, corners, and layouts serve UX purposes.
Scannable	Structure content for effortless reading and visual flow.	Use F-patterns, Z-patterns, and `flex/grid order` properties to guide attention.
Inclusive	Do not rely solely on shape or depth to communicate state or interaction.	Pair shapes with color, icons, text. Test contrast, particularly on glass surfaces.

## The Surface System: Depth & Glass

### Surface Levels

Level	Description	Typical Usage
Surface-0	Base, opaque background.	Application background
Surface-1	Slightly raised, common interaction layer.	Cards, buttons, input fields
Surface-2	Floating, elevated components.	Modals, dialogs, dropdowns

## Glassmorphism

Glass effects introduce subtle blur and transparency for a modern aesthetic.

Apply only to Surface-2 or elevated Surface-1 elements like sidebars

Transparency : Use \$color-background-glass token.

Backdrop blur Use \$color-background-glass token.

Edge definition : Apply a 1px semi-transparent border.

## Shadow Tokens

Token	Value	Use Case
`\$elevation-1`	`0px 2px 4px rgba(0,0,0,0.08)`	Cards, inputs
`\$elevation-2`	`0px 4px 12px rgba(0,0,0,0.10)`	Modals, dropdowns
`\$elevation-glass`	`0 4px 24px rgba(255,255,255,0.06)`	Under glassmorphic containers

## The Shape System: Contour & Feel

### Shape Hierarchy

The more interactive or emotionally significant a component is, the more distinct its shape:

## Border Radius Tokens

Token	Value	Usage Examples
`\$shape-radius-sm`	8px	Buttons, modals, alerts, tooltips
`\$shape-radius-md`	12px	Cards, inputs
`\$shape-radius-lg`	24px	Expressive containers, emphasis cards
`\$shape-radius-pill`	9999px	Chips, tags, icon buttons
`\$shape-radius-circle`	50%	Avatars, circular indicators

## Common Component Patterns

## **Micro Layout Patterns**

Micro layouts define how internal content is organized within components. These patterns enhance rhythm, scannability, and composability:

## **Mobile & Tablet Consideration**

### **Guardrails**

Shape, surface, and internal layout are more than visual decoration—they are the rhythm, breath, and soul of Play+. Applied consistently, they elevate UI into experience.